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Volume 24, Issue 1



# mini'app'les newsletter

the minnesota apple computer users' group, inc.

J A N U A R Y 2 0 0 1						
SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3  7:00	4	5	6
7	8  6:30	9	10  7:00	11  7:00	12	13
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21	22  6:00 7:00	23	24  7:00	25  6:30	26	27
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- 3 **AppleWorks SIG**  
Call for meeting location  
John Hunkins, Jr., 651-457-6950
- 8 **Board of Directors**  
Dinner meeting at Qcumbers  
7465 France Ave S, Edina.  
Lisa Huston 651-457-6950
- 10 **Microsoft Word SIG**  
2850 Metro Drive Rm 124,  
Bloomington  
Tom Ostertag, D 612-951-5520 E  
651-488-9979
- 11 **Macintosh Main**  
Washburn Library  
5244 Lyndale Ave S. Mpls  
Lisa Huston 651-457-6950
- 15 **Fourth Dimension SIG**  
8200 Humbolt Ave South  
2nd Flr. Conference Rm.  
Bloomington  
David Ringsmuth, 952-853-3024

- 16 **Apple II / GS SIG,**  
Augburg Library  
7100 Nicollet Ave S, Richfield  
Tom Gates 612-789-6981
- 17 **Photoshop-Digital Imaging**  
Southdale Library  
7001 York Ave S. Edina  
Gary Eckhardt, 952-944-5446
- 18 **Macintosh Consultants SIG**  
Embers  
7525 Wayzata Blvd  
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Bob Demeules, 763-559-1124
- 18 **Quicken SIG**  
2850 Metro Drive, Rm 124  
Bloomington  
Dale Strand, 952-835-5872

- 22 **Meet Your iMac / Mac SIG**  
Liberty State Bank  
176 Snelling Ave. N, St Paul  
Community Room  
Brian Bantz, 952-956-9814
- 22 **Macintosh Novice SIG**  
Liberty State Bank  
176 Snelling Ave. N, St Paul  
Community Room  
Richard Becker, 612-870-0659
- 24 **Programming SIG**  
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5244 Lyndale Avenue S, Mpls  
Andre Benassi 763-502-0187
- 25 **FileMaker Pro SIG**  
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For the latest Information please call mini'app'les Voice Mail-651-229-6952



# mini'app'les

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P.O. Box 796, Hopkins, MN 55343

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Deadline for material for the next newsletter is the 1st of the month. An article will be printed when space permits and, if in the opinion of the Newsletter Editor or Manager, it constitutes material suitable for publication.

**Editor/Publisher:** Tom Ostertag 651-488-9979

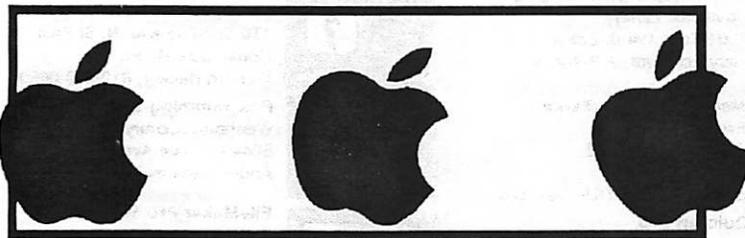
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## February 2001 Preview

Here is the tentative calendar of our Special Interest Group (SIG) meetings for February 2001. Please pencil these events on your calendar. As always, when doubtful of a SIG date, time, or location, confirm with one of the following:

- Our BBS, the Calendar Folder in the Conferences Folder
- Our Voice Mail Telephone number: 651-229-6952
- The cognizant SIG Leader

Monday	February	5	Board of Directors meeting
Wednesday	February	7	AppleWorks nee ClarisWorks SIG
Thursday	February	8	Macintosh Main SIG
Monday	February	12	Apple II / GS Main SIG
Wednesday	February	14	Microsoft Word SIG
Thursday	February	15	Macintosh Consultants
Thursday	February	15	Quicken SIG
Monday	February	19	Fourth Dimension SIG
Wednesday	February	21	PhotoShop / Digital Imaging SIG
Thursday	February	22	FileMaker Pro SIG
Monday	February	26	Macintosh Novice SIG
Monday	February	26	Meet Your iMac / Mac SIG
Wednesday	February	28	Macintosh Programming SIG

# Members Helping Members

Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone (or an e-mail) away. Please call only during the appropriate times, if you are a member, and own the software in question.

Apple II / IIGS Software & Hardware	1, 5, 8, 14
ClarisDraw	2
AppleWorks / ClarisWorks	7, 8, 9
FileMaker Pro	
FirstClass	
HyperCard	11
MacWrite Pro	
Microsoft Excel	2, 5, 6
Microsoft Word	5
MYOB	6
PhotoShop	3, 13
Quicken	2, 6
QuickBooks and QuickBooks Pro	6
Mac OS 7	8
Mac OS 8	
WordPerfect	4
Cross-Platform File Transfer	5,14
Networks	11
New Users	10, 11
PowerBooks	11
Classic Macs	11
Power PC 601 Power Macs	
iMacs	12

1. Les Anderson	651-735-3953	DEW
2. Mike Carlson	218-387-2257	D
3. Eric Jacobson	651-645-6264	D
4. Nick Ludwig	612-593-7410	DEW
5. Tom Ostertag	651-488-9979	EW
6. Ardie Predweshny	612-823-6713	DEW
7. Owen Strand	763-427-2868	D
8. Bruce Thompson	763-546-1088	EW
9. Pam Lienke	651-457-6026	EW
10. Tom Lufkin	651-698-6523	EW
11. Ben Stallings	612-870-4584	DEW
12. Rodney O. Lain	651-452-5821	EW
13. Gary Eckhardt	952-944-5446	EW
14. Michael Cumings-Steen	651-644-8653	DEW

D: Days, generally 9 a.m. to 5 p.m.  
 E: Evenings, generally 5 p.m. to 9 p.m.  
 W: Weekends, generally 1 p.m. to 9 p.m.

Please call at reasonable hours, and ask if it is a convenient time for them. By the way, many of these volunteers can also be contacted on our BBS. We appreciate your cooperation.

If you would like to be a Members Helping Member volunteer, please send an e-mail message to John Pruski on our BBS, or call him at 952-938-2818, with your name, telephone number, contact hours, and the software or hardware areas you are willing to help others.

## Newsletter Ad Rates

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# Our new location for Meet your iMac/Mac and Macintosh Novice meetings

The Meet your iMac/ Mac, and Mac Novice Meetings will begin meeting January 22 in the Community Room at

Liberty State Bank,  
176 Snelling Ave North,  
St Paul  
which is on the south side of Hwy 94.

As usual the Meet your iMac special interest group (SIG) starts at 6:00 P.M. and the Mac Novice SIG starts at 7:00 P.M. See map on page 15.

## Opus ][ CD-ROM Ships!

Submitted by Harry Lienke

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The Byte Works, Inc. announced a collection of every Apple II program ever released on the Byte Works label, along with source code for all of the programs that were developed at the

Byte Works!

This must-have collection includes all of the famous ORCA languages, including the ORCA/M macro assembler, and compilers for C, Pascal, Integer BASIC and Modula-2. All of the support programs and courses are there to round out your development collection. You get the Quick Click spreadsheet, morph program, and movie player, too!

Every program is included in three formats: Disk images you can move to 800K floppy disks, a ProDOS disk image for use with emulators, and an HFS folder that's directly accessible from any computer that

reads HFS disks, including the Apple IIGS with System 6.0.1 and the HFS driver, as well as the Macintosh.

The documentation is there, too. Much of it has been reformatted specifically for this release! Each of the 35 book length manuals is included in four different formats: Microsoft Word 98, PDF, RTF and ASCII. You can load, search, print or even annotate all 35 manuals!

For complete information, see our web site at <http://www.byteworks.org>. If you have any questions at all, drop us a line at [MikeW50@AOL.COM](mailto:MikeW50@AOL.COM) or phone (505) 898-8183.

## Terminus by Vicarious Visions

Reviewed by: Christian Franz  
Submitted by David M. Peck

To see this review with graphics go to: <http://www.maclede.com/Reviews00/terminus/terminus.html>

The Terminus Demo is located on the Nov2000 MacAddict CD or go online at: [http://www.vvisions.com/terminus/downloads\\_frame.htm](http://www.vvisions.com/terminus/downloads_frame.htm)

Overview:

Every once in a while you come across an annoying review where the reviewer obviously has gone stark raving mad over the game he or she reviewed. I am afraid this is one of those reviews.

Terminus is a space combat / real-time role-playing game in which you take command of a single-seated space ship and strike out to make a living. The game is set against a lavish background of political intrigue, economic power struggle, and technological advances.

While playing, you can choose political sides, become a pirate or simply roll with the tide and try to make the best out of space trade. Depending

on the choices you make, your career consists of simply flying missions (should you decide to become a fighter pilot for either Earth or Mars Armed Forces) or managing cargo manifests, posting and accepting contracts (including bounties), and trading enough goods to pay for your ship's upkeep. You do all this while trying to stay on friendly terms with at least one of the various warring factions in Terminus.

Hardware Demands:

Terminus comes on three CDs: one contains the program, the second the movie cut-scenes, and the third the soundtrack. The program disk contains all three versions of the game: Mac OS, Windows, and Linux - a feat that should be exemplary for future game developers.

Installing Terminus will take about 630 MB out of your hard disk - without installing any movies or music files (these stay on their respective CDs). And this is the minimal installation. Because my disk only had one gigabyte free, I wasn't able to install the full version.

Since Terminus relies on OpenGL

(a 3D graphics environment that comes with Mac OS 8.6 and above), you will also need an OpenGL-compatible video card (e.g. ATI Rage 128 or 3dfx Voodoo III. The ATI Rage Pro is not recommended).

For Network / Internet play, you also need a TCP/IP network. Because of the high bandwidth demands, a cable modem is recommended for complex multiplayer battles. Because of my setup at home, I haven't tried playing Terminus over the Internet - only over my LAN. For finding opponents on the Internet, Terminus supports GameRanger.

The game can be played without a joystick - however, you won't last a second against someone with a joystick. Therefore I highly recommend a joystick, preferably one with lots of buttons... Terminus supports all kinds of joysticks out of the box - and with an incredibly powerful interface (you can assign multiple keys and buttons to one function).

Background:

OK, before we talk about Terminus, let me take you back to my early computing days... Way back

when computers came with 16KB (that's kilobytes, folks, not Mega) and I was the proud owner of an Apple II, I encountered a game that set the standard: ELITE. It was a 3D space exploration / trading game that revolutionized computer games in many respects. To date, this magnificent game has yet to be beaten in scope, elegance, and fun factor. Ambrosia's "Escape Velocity" is basically a well-executed 2D version of ELITE (which proves that the concept of the game is sound and doesn't require drop-dead graphics), and Origin's immensely successful "Wing Commander" series is ELITE's 3D space combat minus the trade aspect.

Terminus re-captures most of ELITE's core elements, adds some other aspects and comes very, very close to beating my all-time favorite game.

Vicarious Visions, the developer, has no previous exposure to the Macintosh market - although they seem to have quite some experience in the console game business. Jumping into the scene with a high-quality, three-platform cross-compatible product is therefore even more impressive.

#### Synopsis:

The year is 2197 and you have just arrived at the space station, eager to prove yourself. Mars is on the brink of declaring independence, the pirates seem to have founded a society of their own, and there is rumor about possible contact with aliens.

Space travel is limited to the solar system. For short distances you use your thrusters which can accelerate your ship to up to 20km per second. However, even at that speed, small astronomical distances (e.g. Earth to Mars) would take days. For long distances, therefore, you use so-called "Vortex Gates" that instantaneously connect fixed locations in the solar system. Your fully configurable ships are equipped with various arrays of scanners, thrusters, computers, cargo systems, and of course weapons.

You can choose to start out as either Earth or Mars fighter pilot (easy), or pirate or mercenary pilot (difficult). As military pilot you are sent on various patrol, escort, transport, reconnaissance, and strike missions. You don't receive any payment

for these missions - but for every mission you receive a top-rate and fully equipped space ship. As pirate or mercenary you must earn your income - and repair, upgrade, and re-fit your ship yourself.

While you fly your missions or sit at the various space stations, the story unfolds in real-time in the background. Your actions affect the story as well as the availability and prices of the various goods and equipments. So choose your career and then fight it out with the others. If there is one thing in abundance in Terminus, it's the adversaries...

#### The Game:

Terminus offers five modes of play:

- \* Training (five missions to familiarize yourself with space flight) \*
- Story (the heart of role-playing)
- \* Free (you simply do whatever you like)
- \* Gauntlet (single-player death-match)
- \* Melee (multi-player death-match/hockey)

The Story-, Free-, and Melee-Modes are all available as single- and multiplayer games. In my opinion, the story arc is very well thought out and nicely complemented by the 190 page manual. You can play the story arc at least four times: once for each side in the conflict (Earth, Mars, Pirates and Mercenaries). The missions vary greatly in difficulty. Still, playing the Earth and Mars side is much simpler than being a Pirate or Mercenary. This is because as member of a military organization you are supplied with a fully serviced ship for every mission. As a Pirate or Mercenary you have to figure out how to best equip your ship - and still be able to pay for it.

Free Mode, however, is the mode I like most. Here you simply choose to do whatever you like. Free Mode can't be 'won' in the traditional way in that it has no ending per se (unless, of course, you are killed). Rather, you fly around and try to accumulate wealth - and better equipment.

When you begin the game, you start out at a space station. There you go through the various posted contracts (=missions) and select the one you like. Since all of Terminus is real-

time, you should be quick to grab the mission you like most quickly - since other players (AI-controlled as well) might take the contract while you are just standing there.

Once you have your contract (or contracts, since pirates and mercenaries can accept multiple simultaneous contracts), you jump in your space ship and fulfill the contract.

As soon as you leave the base, however, you'll notice that Terminus is far more than just another space shooter. For one thing, it is based on Newtonian physics. This means that if you accelerate your ship and then point the nose to the right, the ship will continue going straight. In order to alter your flight vector, you need to apply additional thrust. Since few people can do the required vector math in their heads, Terminus supplies your ship with inertia compensators. These computer-controlled thrusters (which can be disabled) make sure your flight vector remains aligned with your ship's nose. However, this alignment takes more time the heavier your ship is. When turning tight corners, your ship will therefore perform a maneuver that is very similar to a power slide in a car - which is very realistic (and allows for great combat maneuvers).

Space combat is furious and fun. When you destroy an opponent (and have the right equipment aboard), you can pick up some of the debris to either sell or use in your own ship. Should your ship take a hit, the various systems can fail, or failure in one system can lead to overload in other systems. The damage model is very complex and should you be unfortunate enough to sustain a critical hit, you'll have to be a very experienced player to juggle the engineering tasks and limp home before the enemy finishes you off. This is especially true should you choose to pursue a career as pirate, since most bases will be patrolled by law-enforcement ships. And these ships like nothing more than finishing of a wounded pirate (especially if a bounty is involved).

Besides the normal first-person view of space with the (very nice) transparent HUD and engineering, you have two further computer systems at your disposal: in communications you set your comm frequencies (this is only important in multi-player. Here, however, this is an awesome

feature that works pretty much like a CB radio today); in Navigations you can program your ship's navigation computer to take you to any place in the solar system.

When playing and completing contracts (or hijacking other ships or simply bounty-hunting) the computer constantly evaluates your performance and your standing with the various power factions. If, for example, the Martian people hate you enough, they will attack you on sight. And, of course, their space stations would rather blow you up than let you dock with them. Also, transporting certain goods (e.g. narcotics, or pirated software) will get you into trouble. Another way to get in trouble is, of course, to transport some very valuable cargo through pirate-infested (but highly profitable) backwaters of the solar system.

Also, certain contracts require a minimum reputation to be eligible as employee. Some Search and Destroy contracts, for example, require that you have a minimal reputation score of 100. Your reputation grows with every contract fulfilled - and is lowered by every contract in which you fail to deliver.

In addition to normal contracts, in Story Mode (which, as a reminder, can be played single and multi-player) there are special missions that are tightly interwoven with the background story. Again, the outcome of the mission alters the story. Most of these missions are very cleverly choreographed and exhibit some diversity. In one Blockade mission I needed to defend a capital ship from the Martian fighters. These were reinforced after some minutes by Mercenaries. When I replayed the mission (I had to do it a few times because I constantly got blasted or attacked the wrong ships) I noticed that the sequence of events was slightly different each time. Sometimes the Mercs would show up and sometimes not. In one replay the Earth forces eliminated all Martian fighters within seconds - and we were all sent home with commendations. Some missions, of course have a determined outcome, no matter what you do. This is required to drive the story arc.

After you complete your mission or flight, you arrive at a base. Here Terminus significantly differs from

ELITE. In Terminus, you can't dock with the base manually. Rather, all approach and docking is handled by the computer. This even though you ship is equipped with inertia compensators and lateral thrusters that would make manual docking fun (if not very challenging). Even though I think it's logical to assume that in the future docking procedures are automatic, I'd have preferred a manual override.

After you have docked, you review your mission, re-fit and/or upgrade your ship, review new contracts - and the cycle begins anew.

#### The Interface:

The interface in Terminus has two distinct modes: Cockpit view and Base/Systems view. The cockpit view handles just as in any flight simulator. The keyboard and joystick are used to input your commands. Most commands produce a visual or aural feedback. Much thought has gone into this interface design, which I find very impressive. Just to name two well-executed examples:

- \* Should you be on a collision course with another object, a claxon sounds (aural warning) that is difficult to misinterpret (it really sounds urgent). Also, the whole (transparent) HUD begins to flash red. Also, the name of the object that is on collision course is superimposed on the HUD. I found out that the first time I encountered this warning, I instinctively did the correct thing: diverted to one side and accelerated slightly.

- \* Should you engage the computer's "flight lock" mode (in this mode you stay in a constant velocity relative to the locked object), your direction indicator turns blue. Also, every four seconds a little unobtrusive "blip" will remind you that flight lock is engaged. Very, very nice interface design.

All commands you give also appear on the right hand side of your HUD, with a history of about the last five commands listed. After a few seconds, these lines of text fade out. Also, all ship affiliations are color-coded, so it is impossible to mistake a Marauder for a Martian craft. This color scheme is also reflected in the ship's HUD: Earth forces have blue as the HUD's base color, Pirates green, Martians red, and Mercenaries yellow. Again, very nice interface design.

However, the other interface

screens (engineering, navigation, communication and base interaction) fall flat on their faces. They are clumsy, ugly (garish colors), and difficult to use. Ship configuration and engineering are especially difficult to use, which is very unfortunate in light of the importance these screens have. Luckily, you are very seldom pressed for time while configuring your ship (but this still can happen since time continues to pass when you are in the base configuring your ship); however, you almost always are under immense pressure when trying to restart your fuel systems through the engineering interface. A better, more intuitive interface would have helped a lot.

A very nice surprise was the input/control configuration screen. Instead of the normal InputSprocket interface (that everyone has come to loathe), Terminus has one of the nicest and most flexible configuration screens I've seen. It not only auto-detects your input device but will graphically show conflicting input designations. Plus, you can have multiple keys and buttons (and even combinations like Joystick Axis A and Keypad 'O') assigned to the same function. I was very impressed by the amount of thought that had gone into designing this interface (even if reversing a joystick's axis is a bit more convoluted than it needs to be).

Another nice feature is the flight recorder. With this toy you can examine your flights and then compose your own movies, setting camera angles and objects. The Windows version can even export the movie in AVI format, a feature that is (sadly) lacking from the Macintosh and Linux versions.

All in all, I find that Terminus' user interface is head and shoulders above those of most games, even if it has some room for improvement. The color schemes are well thought out, the assignment of functions is intuitive and can easily be customized, and the feedbacks are immediate and appropriate.

#### Bug Report:

Bugs... Well, yes, there are bugs. I've encountered three full-system crashes for no apparent reason. Also, my version of Terminus was unable to work with my 3dfx Voodoo II card. The game kept telling me that it was unable to set the pixel size. It did

work very well with my ATI Rage 128, though (Note: set your preferences to 32bit color. 16 bit colors is only marginally faster on the Rage 128 and produces the ugly "swimming pixel" effect).

Then there are some minor bugs, that make gameplay less enjoyable but can be worked around. For example, when you sign up for a strike mission and the target gets destroyed by someone else, you receive a "Mission Successful" speech over the radio. However, your reputation is lowered; in fact the mission is counted as a failure. It took me some strike missions to figure this out - and I was nearly booted out of Earth service for poor performance because of this bug.

Then you can jump through a vortex gate that was not activated by you. With bad luck, you might end up somewhere else than you intended. However, with the version I tested (1.5) I had to reset the flight path to the target to activate the vortex gate.

Another bug is that every now and then you are launched from the base directly into some docking space ship. Since the computer handles all docking and embarking procedures, you can only watch your expensive hull getting pounded by the other ship and the base's docking computer.

And then there are some amusing misspellings that are aren't bugs but nit-picks (my favorite being some captain telling me to "diffuse the situation" when we are clearly ordered to "defuse" it).

However, what "bugs" me more than program errors are features that you might expect but that are missing - for no reason whatsoever:

- \* No manual docking. No reason why this is not available.

- \* No auto-pilot. This is rather silly. Since the docking computer is a complex auto-pilot, I would have expected the craft to have a simple auto-pilot that flies the ship to the waypoints/targets

- \* No waypoint handling. When assigned a patrol mission with multiple targets, you cannot cycle through the waypoints.

- \* Target designation. In some missions you are told to "destroy the Traeger Shuttles". You are left to wonder which of the many shuttles flitting around you are supposed to destroy. Even today's forces receive vectoring. Why is this impossible 200

years hence?

- \* Also, target management is very difficult. Some games allow you to "store" target designations that can be recalled via hot-keys. This helps a lot when handling multiple targets, since you store them upon ingress and then check them during combat. This is also very handy for escort missions in which you check up on your escorted vessel.

- \* It is very difficult to find out which ships are attacking your own ship. Since these ships usually have locked on to you, any decent computer should be able to deduct the attacker. A select-nearest-attacker option would greatly help the game.

- \* Although you can post bounty or almost any other mission for other players (AI and real) to pick up, you can't post escort missions (which is probably the single most important mission I can think of in free mode)

- \* Even though you can disable a ship and even hijack its cargo, you can't take over other ships. Pity.

- \* The solar system in free multiplayer mode is too limiting as scope. I really would have liked to jump from one system (server) to another system (another server). This is impossible - as much as it is to import a ship from one game (server) to another.

The people at Vicarious Visions were very quick to respond when asked about technical problems. Also, they have been putting out updates in a rapid fire fashion that shows they are clearly supporting this game.

Conclusion:

As I warned you at the beginning, I clearly love this game. It is close enough to ELITE (just look at the pseudo-3D radar and the "Narcotics" cargo designation) to be a worthy update for the new millennium, and it has enough new components (background, limit to solar system) to make it stand on its own. The graphics are great, the lighting effects even spectacular. The story is gripping - and even without the story line in free mode the game is still immensely gratifying (I even prefer free mode to story).

Performance is good with all graphical features turned on - except in complex battles involving many ships. In this case it was enough to turn down some graphical effects to

have frame rates in the 25-30 range.

The possibilities for a multiplayer game in a persistent universe (even with underlying story) and an economy that reacts to your actions are immense. Terminus has found a nice approach to implementing such a game, even if some of the possibilities are left unexplored (exporting a ship from one server to another would open the game further). Vicarious Visions even provides a dedicated server version of their game, so you can have a less powerful computer serve the solar system in a network.

In my opinion, the single-player aspect of Terminus clearly outshines the multiplayer - which is a nice thing, since multiplayer Terminus is excellent.

I really love this game and think that if you have anything going for space simulations, you should definitely get it. Now. And if your Mac is not powerful enough to run the game, you clearly need a better Mac.

On the PLUS side:

- Great graphics
- Incredible replay value
- Nice in-flight interface
- Good multiplayer gaming, even better single-player gaming

On the MINUS side:

- Missing features
- Some initial bugs
- Relatively high system requirements
- You'll sound like a raving lunatic when you tell your friends about it

Overall Score: 4.5 out of 5

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The Terminus Demo is located on the Nov2000 MacAddict CD or go online at:[http://www.vvisions.com/terminus/downloads\\_frame.htm](http://www.vvisions.com/terminus/downloads_frame.htm)

# Apple eNews December 14, 2000 Volume 3, Issue 26

## In This Issue

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2. It's Stocking Stuffing Time
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If you'd like to read this issue on the web, go to:

<http://www.apple.com/eneews/2000/12/14eneews1.html>

### 1. Happy Holiday

As the year draws quickly to a close, we want to seize our last opportunity to send you all our best wishes this holiday season.

With the next issue of Apple eNews, we'll welcome in the new year, bringing you news from Macworld 2001 in San Francisco.

Ho. Ho. Ho.

Wish someone you know a Happy Holiday with one of our new Holiday iCards:

<http://www.apple.com/icards/>

### 2. It's Stocking Stuffing Time

What do the Digital Media Remote from Keyspan, HP 315 Digital Camera, Diamond Rio MP 600 MP3 Player, Airport Card, and Apple Pro Mouse have in common?

Two things, actually. They'll all fit in your average Christmas stocking and they're all among the many products you'll find on the Apple Holiday Gift Guide.

Consult the guide to find enjoyable gifts for children of all ages, useful gifts in a variety of price ranges (from \$20 to \$450), and thoughtful gifts for an assortment of Mac enthusiasts--from artists to videomakers.

<http://www.apple.com/giftguide/index.html>

### 3. AirPort Means Never Having to Say You're Wired

You have just one phone line in your house but several people with Macintosh computers who are vying for time on the web.

What's the solution? More phone lines? A tangle of extension or network cables snaking through the house?

Nope--it's AirPort. With an AirPort Card installed in each AirPort-ready Mac and an AirPort Base Station connected to the phone, cable, or DSL line, everyone can have access to the web at the same time--from anywhere in the house within approximately 150 feet of the AirPort Base Station.\* AirPort even lets you transfer files between computers and play online games against other people in the house.

All without wires.

Want to learn more about AirPort? Visit a participating retailer hosting an Apple In-Store Event--scheduled for every weekend from now through December 24th--and get hands-on experience with wireless networking.

<http://www.apple.com/hotnews/articles/2000/10/demodays/>

\* Wireless Internet access requires AirPort Card, AirPort Base Station, and Internet access (fees may apply). Some ISPs are not currently compatible with AirPort, including America Online. Range may vary with site conditions.

### 4. Mac Games

Like games? Then you'll enjoy hearing this: MacSoft has over a dozen new gaming titles that are certain to keep things jolly this holiday season.

There's the all-out tactical action of Tom Clancy's Rogue Spear. The frantic car chases in Driver. And digital versions of such venerable board games as Scrabble, Monopoly, and (for the younger set) Candy Land, and the list goes on.

MacSoft offers games you can play against a computer opponent or against the rest of the family, and some of the MacSoft titles are Internet-ready, so you can play online against Uncle Fred a thousand miles away. Got a stocking in need of stuffing?

<http://www.apple.com/games/articles/2000/12/macsoft/index.html>

### 5. Built for Mac OS X

We know that easy navigation and flexible personalization are important to you. They give you the freedom to make your Macintosh unique, and they've been a cherished part of the Mac OS for 15 years.

In the spirit of that tradition, we've included a high degree of customization in the navigation at the core of Mac OS X, providing multiple ways to view your applications and documents, whether they reside on your local hard drive, a network volume, or even the Internet.

The Finder also includes some over-size buttons that whisk you straight to the folders you use the most--there's even one for the email addresses of friends, family, and colleagues with whom you correspond frequently.

And don't forget the extensive capacity of the Dock, where you can drop any file for quick access later. It resides on the bottom of your desktop and can be customized, too.

Want to know more about finding your way around Mac OS X?

<http://www.apple.com/macosex/usin-gosx/desktop.html>

### 6. In 2001, I Resolve To...

If getting your business organized is high on your list of New Year's resolutions, we can help.

Just schedule some time with us early next year, and we'll show you how to use Microsoft Office 2001 for the Mac in conjunction with FileMaker Pro, MYOB's AccountEdge business management software, and your Palm

handheld to integrate key business tasks and increase your productivity.

We're bringing our free Integrated Business Productivity Seminar to cities throughout North America and hope you'll join us. Sign up and get more information:

<http://www.seminars.apple.com/series/maketime/>

## 7. Technically Speaking

Whether you create Web pages for personal or corporate use, you know that visitors coming to your site surf the Internet at a variety of speeds. Some with slow 28K connections. Others with fast broadband connections.

So what do you do if you'd like to post a QuickTime movie that can be enjoyed not only by your visitors with high-speed access but also by those who can't download files quite so quickly?

Make a reference movie that automatically directs viewers to a version of the QuickTime file that is optimized for their download capabilities. Here's how:

<http://til.info.apple.com/techinfo.nsf/artnum/n60320>

## 8. Quick Takes

iBook leads the L.A. Times' list of "Slam-Dunk Gifts" for the 2000 holiday season:

<http://www.latimes.com/business/rep>

# A2 News and Notes November 2000

Submitted by Harry Lienke

## INDEX

- \* Opus ][ hits the streets!
- \* Silvern Castle 6. . . and 6.1
- \* Arthur Jerijian's Resolution ][ Library Released as Open Source
- \* Ewen Wannop Changes Back Into a Chameleon
- \* A2Central.com News
- \*\* Eric Shepherd Acquires

## orts/techgifts/

At the recent MacUser awards ceremony, Apple was awarded four prizes for Audio/Video Production (Final Cut Pro 1.2.5), Hardware of the Year (Power Mac G4), Innovation of the Year (G4 Cube), and Product of the Year (500-MHz Power Mac G4):

<http://www.apple.com/uk/hotnews/articles/macuserawards2000/>

Interested in watching some free iMovie video tutorials? You'll find them on Media Spinners' atomic learning library, which offers QuickTime-based training materials on a wide variety of subjects:

<http://www.atomiclearning.com/freeimovie.shtml>

You only have a few weeks--until December 31, 2000--to purchase a PowerBook computer and get \$200 back. Take advantage of our mail-in rebate program before it ends:

<http://www.apple.com/promo/powerbook/>

The Software & Information Industry Association has named FileMaker's workgroup database a finalist for Best Numeric/Database and Best Application Development Software in the annual Codie Awards.

<http://www.apple.com/eneews/quicktakes/filemaker.html>

Want to keep up with the latest news about FileMaker products, technologies, events, and special offers?

## Syndicomm

- \*\* A2Central.com online service to go public beta in December
  - \*\* Lost Classics Comes Home to A2Central.com
  - \*\* KEGS for WIndows32 Released
  - \* Sign Off
  - \* Opus ][ hits the streets
- ByteWorks releases its eagerly anticipated CD package, Opus ][. Opus ][

Subscribe to FileMaker Now, the free monthly email newsletter for the FileMaker community:

[http://www.filemaker.com/news/newsletter\\_admin.html](http://www.filemaker.com/news/newsletter_admin.html)

Thank you for reading this issue of Apple eNews. Look for your next issue next year on (or around) January 11, 2001.

Apple eNews is a free electronic newsletter from Apple published every other week.

To subscribe to Apple eNews, go to:

<http://www.apple.com/eneews/subscribe/>

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[apple\\_eneews@applenews.lists.apple.com](mailto:apple_eneews@applenews.lists.apple.com)

includes the latest version of every Apple II program sold under the ByteWorks label. You can also get the source code to all of these products. Over \$1600 in software, over a million lines of source code. It's an Apple II programmer's dream! You can get just the software (Opus ][ The Software), just the source (Opus ][ The Source), or both (Opus ][ The Works). Opus ][ The Software goes for \$95; Opus ][ The Source goes for \$150; and Opus ][ The Works goes for \$195. For more information, check out <http://www.byteworks.org/>. Thanks, Mike!

\* Silvern Castle 6. . . and 6.1

Jeff Fink has done it again. Silvern Castle 6.0 fixed a bunch of bugs, added new feature, and was rewritten under Kitchen Sink Software's MicroDot command shell interface replacement for BASIC.SYSTEM. He also announced a coming 6.1 with an

company that managed the Apple II RoundTables on GEnie and the A2 and A2Pro Forums on Delphi from previous owners Dean Esmay and Gary Utter. Syndicomm now takes over operations of the popular A2Central.com World Wide Website. For more details, see <http://www.a2central.com/fea>

Kent's Emulated GS, a well-known Apple IIgs emulator for several UNIX and UNIX-like operating systems (such as Solaris x86 and Linux x86) as well as OS/2 by Kent Dickey, has been ported to Windows32. For more information on this port (and it is very UNIX-like, very little graphical user interface for preferences and set-

<http://www.a2central.com/fea>  
for more information on  
KEGS, see  
<http://septune.psn.net/home/owa/?a-ser=kenrd/kegs/>.

\* Sign Off

A2 News and Notes is produced with real or emulated Apple II computers using Appisworks 5.1 and Hermes with the occasional assist from ProTERM Mac on the Macintosh. Apple II Forever!

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the time of the 8-bit II has been reached.

\* Arthur Jenjian's Resolution II library released as Open Source

With even more evidence that the 8-bit Apple II is alive and well, Arthur Jenjian has released version 1.0 of an Open Source double high resolution graphics library for use with your double high resolution graphics programs. For more information, check out:  
<http://resolutionii.sourceforge.net/>

\* Ewen Wannop Changes Back Into a Chameleon

A nearly lost title from years past has been brought back to life. Well known Apple II programmer Ewen Wannop (of Spectrum fame) has resurrected his shareware program Chameleon which allows transferring files between DOS 3.3, ProDOS, Pascal, and GP/M. It's on his Internet Home Page at <http://www.btinternet.com/~ewannopy/>.

\* A2Central.com News

As usual, lots of A2Central.com news:

\*\* Eric Shepherd Acquires Syndicomm  
Eric Shepherd, otherwise known as Sheppy, has acquired Syndicomm, the

...  
A2Central.com online public beta in December

In a related development awaited, Apple II access to A2Central.com online service into a free public beta December 2000. Users will need to create an account before accessing A2Central.com via telephone service begins in 2001. For more see <http://www.a2central.com/news/2000-11/30-a2central/index.html>

\*\* Lost Classics comes home to A2Central.com

Lost Classics Project Director Katz has announced that the Classics Project will have its home on A2Central.com World Wide Website with <http://lostclassics.a2central.com>

Details on the project, the software reclassification presentation at KFest 2000 (in format), and the reclassification themselves will be available on the site shortly. In a related development, Katz has joined the A2Central.com as a Librarian and Director of Special Projects.

\*\* KEGS for Windows32

From: UGNN User-Groups.net

Submitted by John Pruski

\* Are Cube and PowerBook Rebates Predicting 2001? - Why else would Apple announce rebates for two of its computers? Probably because they're dead in the water when Steve's January 9th keynote unfolds at Macworld San Fran. But that makes it a good time to buy the PowerBook G3 and Power Mac G4 Cube computers -- although the \$300 rebate (400 MHz PowerBook G3 gets only \$200) seems a bit stingy to us! Since Apple's fourth

fiscal quarter is likely to fall short of expectations, some rumors suggest waiting to purchase any new product until mid to late summer/2001. Others speculate on the difference between G5 and G4 product-cycles the best buy is the buck. Macworld NY will tell the full story. More on this topic can be found at <http://www.apple.com/powerbook/>. From: UGNN User-Groups.net 0012

\* Contour Not Outdone by Apple's Optical Mouse - Contour Design will be keeping up with Apple -- they've announced a new mouse that uses optical tracking technology to eliminate the need for a mouse ball and mouse pad. The MiniPRO Mouse boasts a compact enclosure with maximum fingertip control -- along with dual buttons and multiple colored clip-on buttons. Contour wraps it all up with their Pack n' Go "stylish, yet compact" carrying case. The USB

MiniPRO Mouse is \$34.95  
More on this topic can be found at:  
<http://www.contourdesign.com/>.  
From: UGNN User-Groups.net 0012

\* Easy Hard Drive Expansion for Laptops... Up to 32 gigs! - Trans Intl. has premiered several new high capacity 2.5-inch, 32 GB hard disk drives to replace hard drives in Apple's Powerbooks. Powerbook G3 users can expand the internal storage capacity of their systems up to 32 GB, and get faster transfer rates up to 228.8 Mb/sec. They also make available complete instructions for installing and upgrading the RAM and the Hard Disk Drive in Powerbook G3 and iMac Models. The 32 GB 2.5-inch drive hits you for \$525.00.  
More on this topic can be found at:  
<http://www.transintl.com/store/index.cfm>. From: UGNN User-Groups.net 0012

\* FileMaker Pro Users Get Real Help - Learn FileMaker Pro 5.0 (FMPR) for Mac and PC brings clear, concise help to FileMaker users through the expertise of Jonathan Stars. In this blockbuster book you'll learn the fundamentals of FMPR from the ground up. Beginners and veterans alike will get new insights to design a complete FMPR project from start to finish. Topics covered include: Serving FileMaker Web databases; building and testing complex calculations -- and of course there are lots of tips for troubleshooting scripts and much more. The book is 400 pages and includes a CD-ROM with materials and examples. Learn FileMaker Pro 5.0 retails for \$34.95 and is currently available at Amazon.com for \$27.96  
More on this topic can be found at:  
<http://www.amazon.com/exec/obidos/ASIN/1556228007/thedesignandpublish>. From: UGNN User-Groups.net 0012

\* Get Your PowerBook G3 Upgraded - What you'll need is the BlueChip G3 PowerBook upgrade from PowerLogix. The CPU upgrade is designed to boost the Wallstreet and Mainstreet PowerBook G3 laptops as far as 466MHz.... with 500MHz models on the way. The (customer installable) upgrade replaces the PowerBook's CPU module with the Powerlogix product. Get the 466 MHz G3 model for \$599 and a 500 MHz G3 model for

\$699. Both CPUs come with a 1 MB cache.  
More on this topic can be found at:  
<http://www.powerlogix.com>. From: UGNN User-Groups.net 0012

\* Handspring Harkens Holidays with New Visors - Handspring has alerted us to expect two new handheld computers this holiday season featuring more speed and color! The Visor Prism gets color enabled with 16-bit color -- the Visor Platinum (while monochrome) runs 50% faster than the Visor Deluxe. The Visor handhelds operate on the Palm OS, and feature the popular springboard expansion bay, giving you the power to add new functionality through module upgrades. Look for them from \$299 to \$449  
More on this topic can be found at:  
<http://www.handspring.com/>. From: UGNN User-Groups.net 0012

\* Microsoft Enters Online Media Player Race - Microsoft doesn't want to lose market share to QuickTime any longer... they've rolled out a new beta version of Windows Media Player 7 for the Mac. The new version offers audio and video playback, MP3 playback, greater ease of use, and access to audio and video content encoded with the latest versions of the industry-leading Windows Media Format codecs. Under the hood, the Player was rebuilt to provide near-DVD-quality video at 700Kbps, near-VHS-quality video at 300Kbps and CD-quality sound at half the file size of MP3. Media Player 7 Beta for the Mac is available for download directly from Microsoft, or from your favorite download site.  
More on this topic can be found at:  
<http://www.Microsoft.com/>. From: UGNN User-Groups.net 0012

\* Multimedia Getting Cleaner Thanks to Media 100 - Media 100 has rolled out Cleaner 5 -- an interactive streaming media design solution that enables web designers, media professionals and Internet broadcasters to quickly and easily produce highly-interactive, dynamic streaming media content. Users will get camera-to-web streaming media design solution to create highly-interactive streaming media content for the web in four simple steps: Capture, Author, Encode and Publish. By radically simplifying

the streaming media workflow, Cleaner 5 enables web designers with minimal streaming experience to achieve powerful, high-impact results. Cleaner 5 is available now from Media 100 for \$599 (US)  
More on this topic can be found at:  
<http://www.terran.com/products/cleaner/index.html>. From: UGNN User-Groups.net 0012

\* Put The G4 Cube Into Overdrive - Griffin has rolled out CubePort which adds a standard serial port to Apple's new G4 Cube. The CubePort supports all Mac compatible serial and LocalTalk printers, Midi devices, modems, lab equipment, serial tablets, and serial cameras. Griffin discloses some problems with technology such as Apple's QuickTake 150 and 200 software and is not compatible with some other Macs like the non-beige G3. The CubePort sells for \$49  
More on this topic can be found at:  
<http://www.griffintechology.com/serial/cport.html>. From: UGNN User-Groups.net 0012

\* QuickTime 5 Already? - News of the release of QuickTime 5 Public Preview rippled through the Mac community with anticipation of numerous new features such as skip protection. Puzzling QT fans however is why the new user interface? While QT5 offers an updated media player, a new QuickTime TV network display and new audio controls, it will most likely cause problems for all those using QT4 who do not wish to upgrade. QT5 also hooks into the mother shop to download plugins on the fly through a new downloading utility -- a feature that has some security minded users a bit concerned. Public previews are available from Apple, with a Windows version on the way  
More on this topic can be found at:  
<http://www.apple.com/quicktime/>. From: UGNN User-Groups.net 0012

\* Sony Sez No Playstation For Mac - Supreme Court sez YES. Sony has lost their U.S. Supreme Court bid to hear its case against Connectix. The electronics company alleged that Connectix's Virtual Game Station, a Playstation emulator, violated the company's Playstation copyrights. Sony contends that Connectix copied parts of Sony's Playstation technology

continued on page 15



# mini'app'les Handy Form

New & Renewing Members-  
Specify your level of support:

- \_\_\_ \$25 (One Year)
- \_\_\_ \$45 (Two Years)
- \_\_\_ \$60 (Three Years)
- \_\_\_ \$15 Student\* (One Year)
- \_\_\_ \$100 Corporate (One Year)

Thanks!

\* must be a full-time student  
at an accredited institution

**Make Checks  
Payable to  
"mini'app'les"**

Name: \_\_\_\_\_

Company (if mailed to): \_\_\_\_\_

Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

Phone (Home): \_\_\_\_\_ (Work): \_\_\_\_\_

Occupation: \_\_\_\_\_  Check if this is a

Member ID# (if applicable): \_\_\_\_\_ address change.

Which personal computer(s) do you use?

- Power Macintosh model(s) \_\_\_\_\_
- Macintosh model(s) \_\_\_\_\_
- Apple II model(s) \_\_\_\_\_
- Other \_\_\_\_\_

What peripherals or  
attachments do you use?

- Printer
- Laser Printer
- Modem
- Scanner
- Digital Camera
- Drawing Tablet
- Voice Mail
- MIDI
- CD-ROM
- Other \_\_\_\_\_

What are your areas of  
special interest?

- Business Applications
- Household Applications
- Educational Applications
- Desktop Publishing
- Programming
- Networking
- Games
- Other \_\_\_\_\_

Please list the five software  
packages you use most often:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

- Check if you want your  
name withheld from  
commercial and other  
non-club mailing lists
- Check if you are  
interested in volunteer  
opportunities
- Check if you were  
referred by a club  
member. Please give  
their name.

*Yes.*

*I'd like to join!*

**If this is a new  
membership or a  
renewal, please  
take a few minutes  
to fill out this  
questionnaire**

## Macintosh & Apple II eDOM Orders

Please allow up to  
6 weeks for delivery

Disk Size	eDOM #	Title or Description	Qty.	Price @	Total

### Disk Prices

	Members	NonMembers
5.25" eDOM or System Disk:	\$1.00	\$2.00
3.5" eDOM:	\$5.00	\$10.00
Mac System 7.0.1 (9 Disks):	\$15.00	N.A.
GS/OS 6.0.1 (6 Disks):	\$10.00	N.A.
3.5" System Disks(All Other Systems):	\$2.00/Disk	N.A.

(Price Includes 6.5% MN Sales Tax)

⚡ NonMembers cannot buy System Disks

Total Merchandise

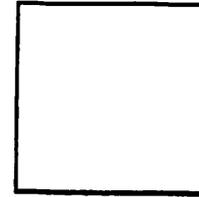
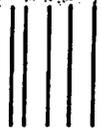
Add \$1/Disk for Shipping (\$4.00 Max)

**GRAND TOTAL**

**Make Checks Payable to "mini'app'les"**

Last Fold - Seal with Tape

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



Attention:  
 Membership Director  
 Software Director

Mini'app'les  
P.O. Box 796  
Hopkins, MN 55343-0796



2nd fold

1st fold

Dear mini'app'les  
Please direct this to the:  
 Membership Director  
 Software Director

continued from page 12  
 in developing the Virtual Game Station. Sony alleged that Connectix would not have been able to successfully develop the emulator without using its specific parts of its software. The 9th U.S. Circuit Court of Appeals says: "Connectix's efforts fall under the fair use doctrine," allowing the company to copy software that's necessary to understand the way a program works.  
 More on this topic can be found at: <http://www.connectix.com/products/cvgs.html>. From: UGNN User-Groups.net 0012

\* Take a Spin on the Virtual Game Station NOW - Connectix has rolled out a free demo version of its popular Playstation emulation software. Virtual Game Station can be down-

loaded for a test drive from Connectix's Web site. The demo version enables Mac and PC users to try the application before buying. With the demo, users can test games to verify compatibility with their computer systems. The demo can be downloaded for free from Connectix. Connectix is also offering a free update to previous Virtual Game Station customers. Connectix Virtual Game Station has an estimated retail price of \$49.  
 More on this topic can be found at: <http://www.virtualgamestation.com>. From: UGNN User-Groups.net 0012

\* Upgrade that G3 for Less - Sonnet Technologies has lowered prices on its 500 MHz Encore G3 upgrade. The 500 MHz upgrade has been reduced to \$399.95, down from 499.95. Sonnet also announced a price cut for its 400

MHz Crescendo G3/L2 upgrade. The 400 MHz upgrade has been cut to \$349.95, down from \$399.95. These are the listed new prices for these two products, and are not limited time specials.  
 More on this topic can be found at: <http://www.sonnettech.com>. From: UGNN User-Groups.net 0012

\* Wacom One of First with Photoshop 6 Tips - Get a load of some great Photoshop 6 tips for those of you already taking the upgrade plunge. Tool Tips include: Paintbrush Tool, Pattern Stamp Tool, Pencil Tool, Background Eraser Tool, Smudge Tool, and others.  
 More on this topic can be found at: [http://www.wacom.com/photoshop6\\_tips/](http://www.wacom.com/photoshop6_tips/). From: UGNN User-Groups.net 0012

## January Photoshop / Digital Imaging SIG

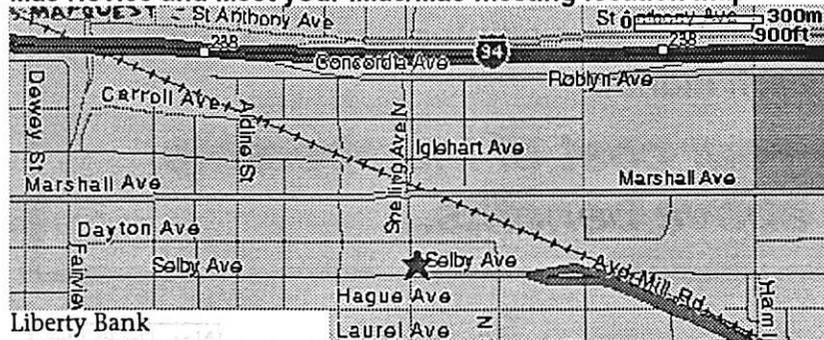
Submitted by  
 Gary Echardt

On Wednesday, January 17, 2001, the Digital Imaging/Photoshop SIG will meet at the Southdale Library

(7001 York Ave, Edina) at 7:00 PM  
 On Wednesday, February 21, 2001, the Digital Imaging/Photoshop SIG will meet at the Washburn Library (5244 Lyndale Ave So Mpls) at 7:00 PM

If you have questions about the meeting, please contact Gary Eckhardt at (952) 944-5446.

### Mac Novice and Meet your iMac/Mac meeting location map



Liberty Bank  
 176 Snelling Ave N. St. Paul

**MHC** Computing  
 Macintosh™ Consulting  
 Individual & Group Training  
 Computer Problem Assistance

**Mike Carlson**

(218) 387-2257 (Grand Marais, MN)

mhcncv@boreal.org

FileMaker®  
 Solutions Alliance  
 Member



591 N. Hamline Ave.  
 651/646-4326

Tuesday-Friday 9am - 5:30pm  
 Saturday 9am - Noon  
 Closed Monday & Lunch (1-2pm)

Following over 75 years of tradition in the  
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